Which best describe your proclamation? (check one or more) Community Health and Welfare Safety\Military Transportation Education Natural Resources Outside Idaho Fish and Game Partisan Agriculture Other__ Commerce/Labor

Proclamation Request Form

Governor James E. Risch

Please send Request to: Office of the Governor P.O. Box 83720 Boise, Idaho 83720-0034 FAX: 208-334-3454 Phone: 208-334-2100

E-mail: jstorti@gov.idaho.gov

Request: PROCLAMATION	
Sole Point of Contact:	Phone:
Cell:	Email:
Mailing Address to send Proclama	ation:
Proclamation Details	
Organization requesting/Individua	al requesting:
Mission of Organization:	
mission of Organization.	
Name of Proclamation (i.e. Energy	y Awareness Month, Beef Days):
	# of copies desired (no more than three):
Date(s) to be proclaimed:	
Date(s) to be proclaimed:	
Date(s) to be proclaimed:	
Name of Proclamation (i.e. Energy Date(s) to be proclaimed: Purpose of Proclamation: Requesting signing ceremony (circle	# of copies desired (no more than three)

A COMPLETE DRAFT of the proposed proclamation will need to accompany your request in order for it to be considered and processed. If aid is needed in writing the Proclamation Draft, go to: http://gov.idaho.gov/mediacenter/proc/procarchives.htm to view past proclamations issued by the Governor to assist in writing your draft. Also, be sure to check the Proclamation Fact Sheet for proclamation issuing guidelines.

Proclamation to the sole point of contact, or it can be picked up in the Governor's Office.

Proclamation Policy

- 1. Not all requests for Proclamations can be issued due to the volume and nature of the requests.
- 2. Your request needs to be submitted three (3) weeks prior to the date you wish to receive the document.
- 3. A proclamation neither indicates nor implies the Governor's support to any given issue or project.
- 4. Recurring requests need to be filed yearly. Proclamations do not have a standing order.
- 5. Please assign a sole point of contact in order to avoid inconsistencies and misinformation.